

Although we now know a lot about the game and how some things work, we have not analyzed something experienced role players take or granted, statistics. These are the values given to your character, as professed in the previous section, where the saving throws were – how can you have saving throws without stats in this game? Here are the stats;

Physical	Mental	Spiritual
Physique	Willpower	Intuition
Refelxes	Intelligence	Harmony
System	Wisdom	Charisma

So, we have three physical stats, three mental stats and three spiritual stats. These all relate to other things besides saving throws. Here is a brief description of each of them, and, how they affect your chaacter;

**Physique;** This is how strong and healthy your character is. Besides being able to carry stuff, which is great for soldiers, they can also multiply their level by their physique for a health score. Every time your character is damaged without armor, you muse deduct damage from your character's health score, which as I said, is physique time by level. It is also a measurement of how strong your character is.

**Reflexes;** This is how quickly your character's nerves communicate. Adding this to intelligence gives action points, a optional rule of this game, of course. Where you want to adjust your rifle or ship's angle to intercetp the target, or even swatting a fly, this would be the right stat to have high.

**System;** This is most comely in it's form to raise other stats, as this is how well your nervous system communicates with other nerves and organs. When it comes to avoiding poison saves and spotting enemies, hearing noises and waking well, this is the stat that you would want.

**Willpower;** This is where your body meets your mind. Mind over matter, focus, thee things lead to powerful magic indeed. Besides magic, you will use this a lot with your saving throws and forcing your body to do things some might think impossible if high enough.

**Intelligence;** This is where you learn things quickly, and, react quickly too. For example, adding this to your reflexes will give you your action points pool for the round, and, when you learn some new skills, you will deduct the intelligence value you have from the total points to raise it to the next rank. This is how quickly your mind processes numbers and values too.

**Wisdom;** This is how wise and so forth your character is, how much common sense they have, and, knowledge too. This is added to certain skills and talents, but it is not cheating to have a skill of one in each and get the relevent bonuses for the skill and the talent.

**Intuition;** This is knowing without knowing, a hunch if you will? This would be related to wisdom and inner peace, where you are able to guess properly, due to circumstances you might or might not be able to fathom, you come to an answer. This is especially useful with the guess saving throw, which can be used at any time to find an answer, of course.

**Harmony;** This is inner peace itself, and, tied to intuition and charisma. If you were to give off a good aura, maybe some creatures won't attack you, flies would leave you alone – it is a blessing, where you would be cursed if it was too low.

**Charisma**; This is where you have a aura of niceness, or, a powerful image of strength, rleated to harmony meets physique, of course. This will let others like you more, the spirits and fae favor you, and, will make for a great diplomat or leader, maybe even an entertainer?

As you can see the stats usually link from the one before them to the one behind them. This is because they relay from one to the next with energies of yours.

## Combat

Combat is the most fun thign for male players, as that is often the point of the game for the younger people – to run around and kill each other! This is accomodated too, and, all these rules are optional for any group playing.

Health; This is where you get your level plus your physique, in dungeons and dragons this is called hit points, how many hits you can take. This is not the only way to get health, there are genetic upgrades and spells and feats and merits to add even more.

Armor; This is added to your health to produce an outer covering of extra hit points. As armor is hit it peels away and then fragments, leaving yu exposed. In deep space, if you have no armor points, you die from the gases getting into your lungs and the cold too. Armor is reduced to zero before the charcater's health gets affected.

Action points pool; This is where you add your reflexes to your intelligenece to find your action points pool, plus any other bonuses. These points work as if the person or opponent with the highest actions points takes actions until they no longer have the most points, then the person with the current highest action points may proceed. Eventually, everyone will be out of ation points pool and then the round ends and the pools refresh. If someone takes actions that go into the next rounds allowances, like swinging from a vine back and forth, slowly, then they must continue doing that until the action ends, of course. When you are struck by damage, you suffer an equal amount of action points lost for that round, but not into the next round.

Actions; These are where you may spend your pools to do stuff:

Action to be taken	Action Point Poll Cost
Aim a weapon at something	1
Chage a weapon	3
Change footwork and facing angle	3
Change your facing angle	1
Walk your physique in meters	5
Run your physique in meters	3
Jump	3
Drop weapon	1
Reload weapon	3
Lift something	4
Punch or kick or use a melee weapon	3
Evasive dodge	3
Grab something	2

Change craft facing	4
Change mecca facing	2
Cast spell	*
Use mutation ability	3

As you can see, this list covers most predicaments. If there comes a time for the game master to change the values or make up new ones, they have the final say in how it is handled.

## Guns

Secretly the world has been working on futuristic weaponry and upgrading existing weaponry, with some states incorporating deviant weapons, like rifle chemical weapons, for example. Basically there are a few categories of weapons, with plenty of added on weapon deviants.

**Bolt guns** use mechanics to deliver a powerful nail gun like mechanism for weapons. With the advanced mechanics of the near future, or, put to a realistic use, these may punch holes in the hulls of ships if they are powerful and big enough.

**Gauss weapons** use gunpowder and other chemicals to deliver a high powered bullet from the nozzle. Conventional weapons do not have the range nor damage capacity of these, and, they do not waste their time with poisonous uranium pellets, which cost too much and are in short supply.

**Lepton or Anti Matter weapons** are where the leptons disintegrate the matter they meet and then basically dissolve the target quickly. Having the longest range, these are the ultimate sniper weapons, of course. Fast rate of fire too.

**Plasma weapons** use acids and toxins, like chemical weapons, to deliver the damage. They typically are the cheapest besides bolt guns, have a shorter range, as, they work like paint ball guns, but continue to deliver damage each round for three rounds if they hit. They are so quick to shoot though, that it only requires one support troop to cover a lot of people if they are on the move under fire.

**Fusion weapons** use a nut cracker type interface, where the ions are launched through a laser at the target, at the speed of light, with the next positive ion coming at the speed of light right behind them. This is nuclear type power, but very small, delivering a great big explosion, like a rocket, to the target. As the first ion meets matter resistance, the next one infers the previous one as the resistance, and, the chain reaction is mighty indeed.

**Rocket rifles** have been around for a while now, with many rockets available for them. Simply they have no guidance like real rocket launchers have computer guidance, but rather just travel in more or less the right direction. Quick to operate and reload, a real winner with skirmishes.

**Assorted weapons** including the shredder rifle, the rail gun, the stun gun rifle, the net gun, the electric net gun, electromagnetic pulse weapons and guided missiles are covered later.

There are various things to explain before we look at the gun table. There are listing with slashes for action points costs, where it costs less to continue firing the next action, as it is automatic or semi automatic, of course. Things like recoil add a lot to the action point cost, as you will fire first, where you spend the points if you have the highest, and the round is immediately released, with your character recovering from the shot for the rest of the action points cost.

Gun table							
Name	Clip	Actions	Range [m]	Damage	Features	Cost	Clip cost
Bolt pistol	6	3/3	80	5	*	50	10
Bolt uzzi	15	2/1	40	3	*	600	20
Bolt rifle	30	3/3	400	7	*	1000	50
Bolt assault rifle	48	3/2	300	6	*	10,000	500
Bolt cannon	30	3/3	800	14	*	50,000	1,000
Gauss pistol	6	2/2	120	8	*	200	50
Gauss uzzi	15	2/1	90	6	*	500	150
Gauss rifle	28	3/2	1200	12	*	800	300
Gauss assault rifle	48	3/1	1000	12	*	20,000	3,000
Gauss cannon	38	3/3	3000	20	*	60,000	6,000
Lepton pistol	30	2/2	200	6	*	9,000	200
Lepton uzzi	90	2/1	180	4	*	20,000	400
Lepton rifle	130	3/2	250	9	*	50,000	500
Lepton assault rifle	170	2/1	220	9	*	80,000	1,000
Lepton cannon	20	4	400	13	*	200,000	3,000
Plasma uzzi	50	1/2	30	1	3 x damage	600	10
Plasma assault rifle	200	2/3	60	2	3 x damage	800	50
Plasma cannon	20	2/2	90	3	3 x damage	2,000	80
Fusion rifle	5	5/5	700	16	explosion	400,000	500
Fusion cannon	5	5/5	1000	50	explosion	990,000	60,000
Rocket rifle	1	5	*	20	*	140,000	*
Phosphorus rocket	1	*	1400	20	glows	*	400
H. explosive rocket	1	*	1600	50	1/3 rng explodes	*	900
Chain rocket	1	*	1500	50	3 x explodes	*	2000
! Shredder shotguns	6	3/3	500	80	! See below	10,000	3,000
Rail gun	5	5/4	3000	20	*	500,000	4,000
Net gun	1	3/*	500	0	captures	100	80
Electric net gun	1	3/*	500	8	Stun, captures	500	500
Stun gun rifle	8	4/3	400	8	stun damage	10,000	2,000

! Shredder shotguns are based on pellets launched with the same mechanism as a heart beat revival shocker at a hospital. It basically pushes the pellets forwards, in a huge spread, with the speed of sound nearly. So, it is ball bearings pulsed forwards at mach one.

All ranges are given in meters and all damages will reduce your mecca's armor, your armor then your health. If you have your health reduced to zero or below, you die and must erase your character.

Typically a character can carry a weapons or equipment that equals their physique rating, so a character with a physique of five could carry one weapon, one armor and three pieces of equipment.

### Armor.

This is what you wear to protect yourself. The first thing to observe is that each one has a different damage threshold called “damage.”. Each armor comes with “difficulty” ratings as penalties to all skills, talents and weapons usage, reduced each round maybe due to continued task familiarity and, reuduction to your action points called “stiffness.” Some of them come with special features, as mentioned later after the descriptions.

Armor table					
Type	Damage	Difficulty	Stiffness	Features	Cost
Standard	20	3/2	2	*	500
Light	14	2/2	1	*	500
Spy	10	2/1	1	Camouflaged	6,000
Serious	30	4/3	4	*	1,000
Lithe	18	2/1	2	Semi camouflaged	5,000
@ Heavy	50	5/5	6	@ First shot ignored	20,000
Invisible	20	4/4	3	Goes invisible at will	50,000
Ninja	36	2/1	1	Cat claws for climbing, camoflauged	30,000
Hydro	30	4/2	2	Breathe and operate underwater	80,000
# Magnetic gear	30	5/4	3	# Repairs itself two points a round	600,000
@ Shield armor	20	4/3	1	@ Three shots ignored	600,000
^ Super armor	10	4/4	4	^ Sphere of deflection	800,000

@ This is where the first shots are ignoredas listed with no damage suffered for that round. The next round, it loses a shot ignore function and you need to wait until the next day to return to the original value, or, at the discretion of the game master, the ignroe feature should come back one ignore round a hour?

# This uses a back pack of megnetic field to repair the armor as it is depleted. It repairs itself at two points a round, by dividing the bonds of the metals and collecitng them into the sphere of armor. Once it is reduced to zero, all penalties are cast off and the character is free to move at normal rates. The armor, once spent, is useless.

^ This is where there is a sphere around the character, like a force field. It deflects up to fifty points of damage each round, before needing to recharge the next round. If not left to recharge, it will drop the sphere and then try again the next round.

### Mecca.

These are eight foot tall robots, or about two and two third meters tall or so. They are there to house the characters and then they may carry cannons, or, the cannons may be carried on craft. Carrying cannons in the field costs three physique slots just for the cannon, and each ‘clip’ costs another one. Mecca are inspired from Robotech, and, Mechwarrior. While they are customizable like

Mechwarrior, they are easily managed like Robotech. Not all of them are used for fighting, some are used for civilain duties and so forth.

There are a few general types of mecca avaiable for purchase;

Type	Armor	Difficulty	Weapon pods and features	Cost
Standard	70	2	2 / *	80,000
Light	50	1	2 / *	80,000
Serious	120	3	4 / *	2,020,000
@ Heavy	200	3	6 / shields twice	3,100,000
Farming	50	2	0	700,000
Construction	50	2	0	800,000
Assault	300	2	8	8,000,000
@ Captain	400	2	6 / shields thrice	14,000,000
Invisible	200	2	4 /	20,000,000
# Magnetic	80	2	4 / repairs at six points a round	60,000,000
^ Super	50	2	3 / sphere of deflection	30,000,000

All mecca use a nervous system based on little hairs inside the cock pit and extremities for the limbs, where they sense the movements as they come, nearly. Weapons cost the cost on the gun table to shoot, except for salvo rules;

#### Salvo rules.

When a mecca shoots, they shoot per usual, for the regular costs on the guns table. If they wee to want to shoot more than one pod at a time, after paying for the weapons and inserting them into a pod, they may shoot twice for added action points cost. If they fire three pods, they pay all three action points costs divided by two, If they fire four they divide it by three, and so forth.

This counts as the collected recoil for the weapons. The heavier the mecca is the better equipped to shooting like this, as there is never recoil where the mecca will be swept backwards as it is heavy enough to hendle the weapon pods it carries.

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